



Java SE 8 for Tablets, Pis, and Legos

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Java Technology Ambassador

JavaOne Content Chair



@steveonjava

An abstract geometric background on the right side of the slide, consisting of various overlapping triangles and polygons in shades of blue and gold, creating a complex, crystalline structure.

MAKE THE
FUTURE
JAVA


ORACLE®



http://commons.wikimedia.org/wiki/File:Genting_Highlands_theme_park.jpg



Lego
Mindstorms



Dev
Boards



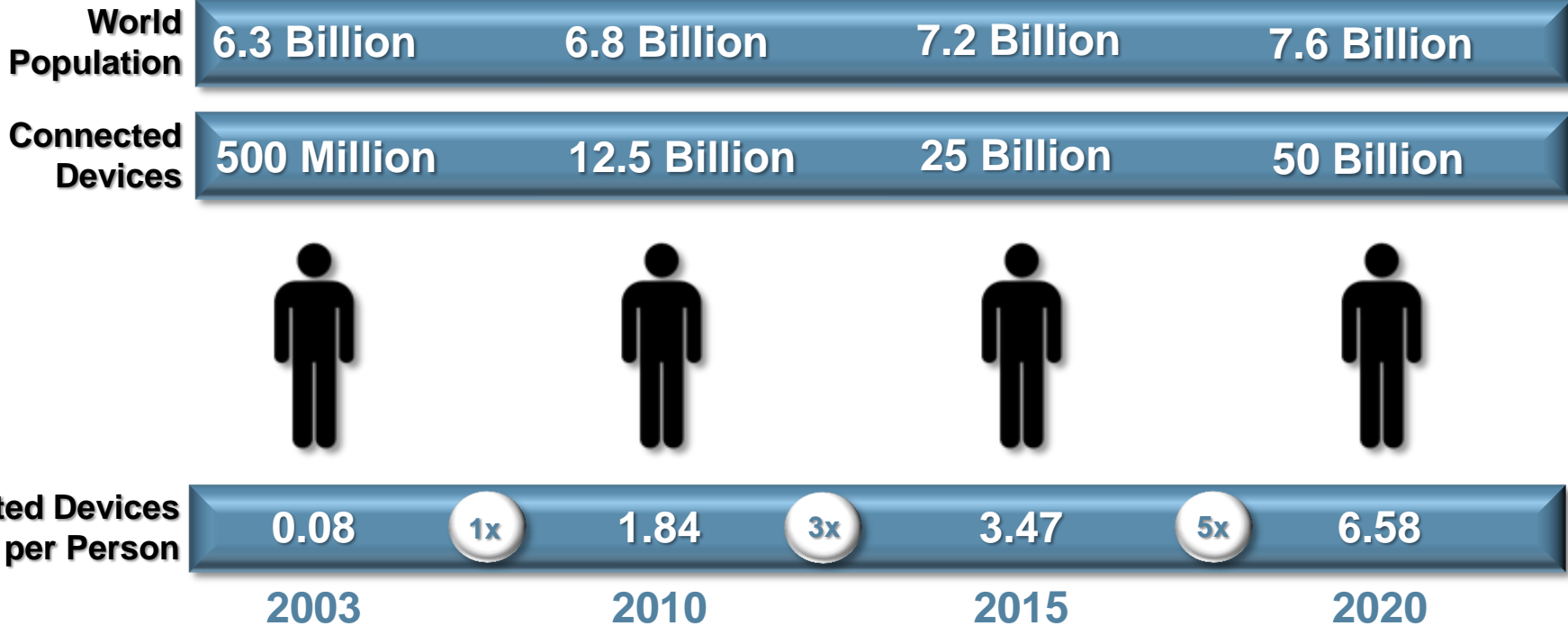
DukePad



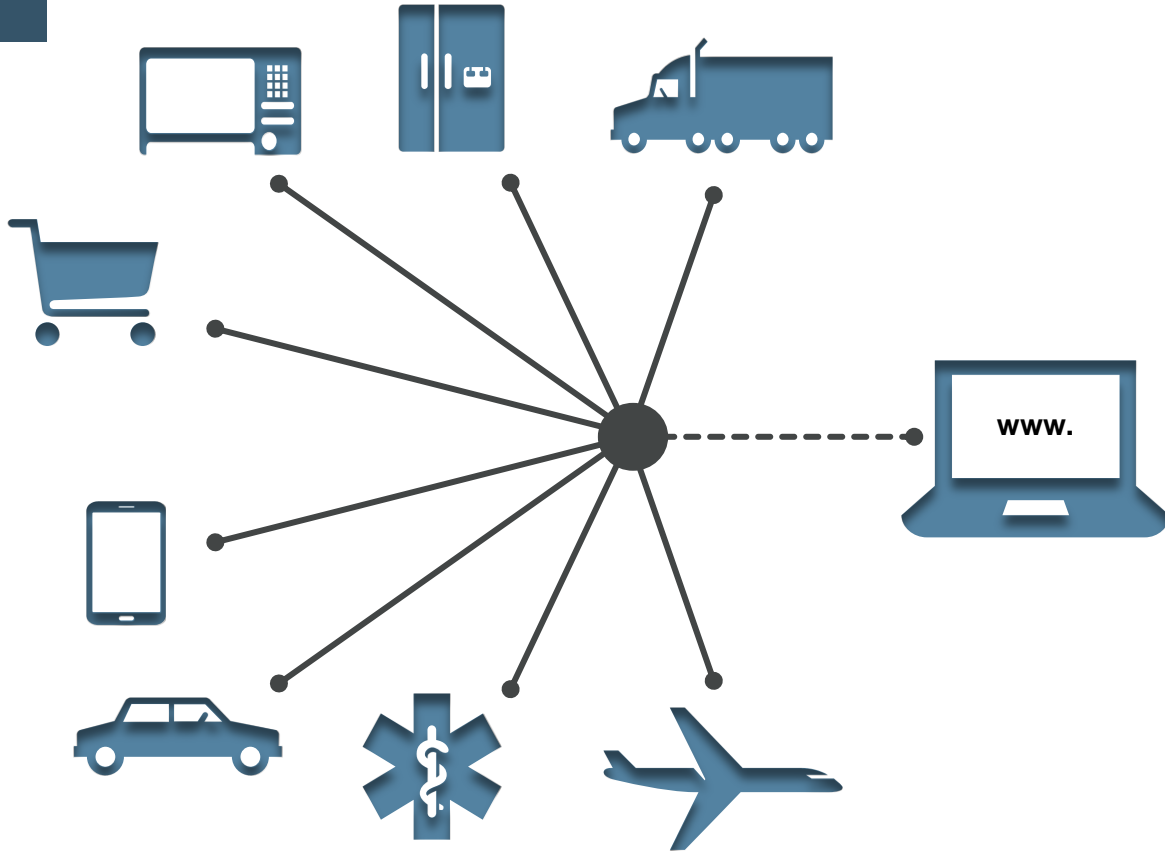
iOS



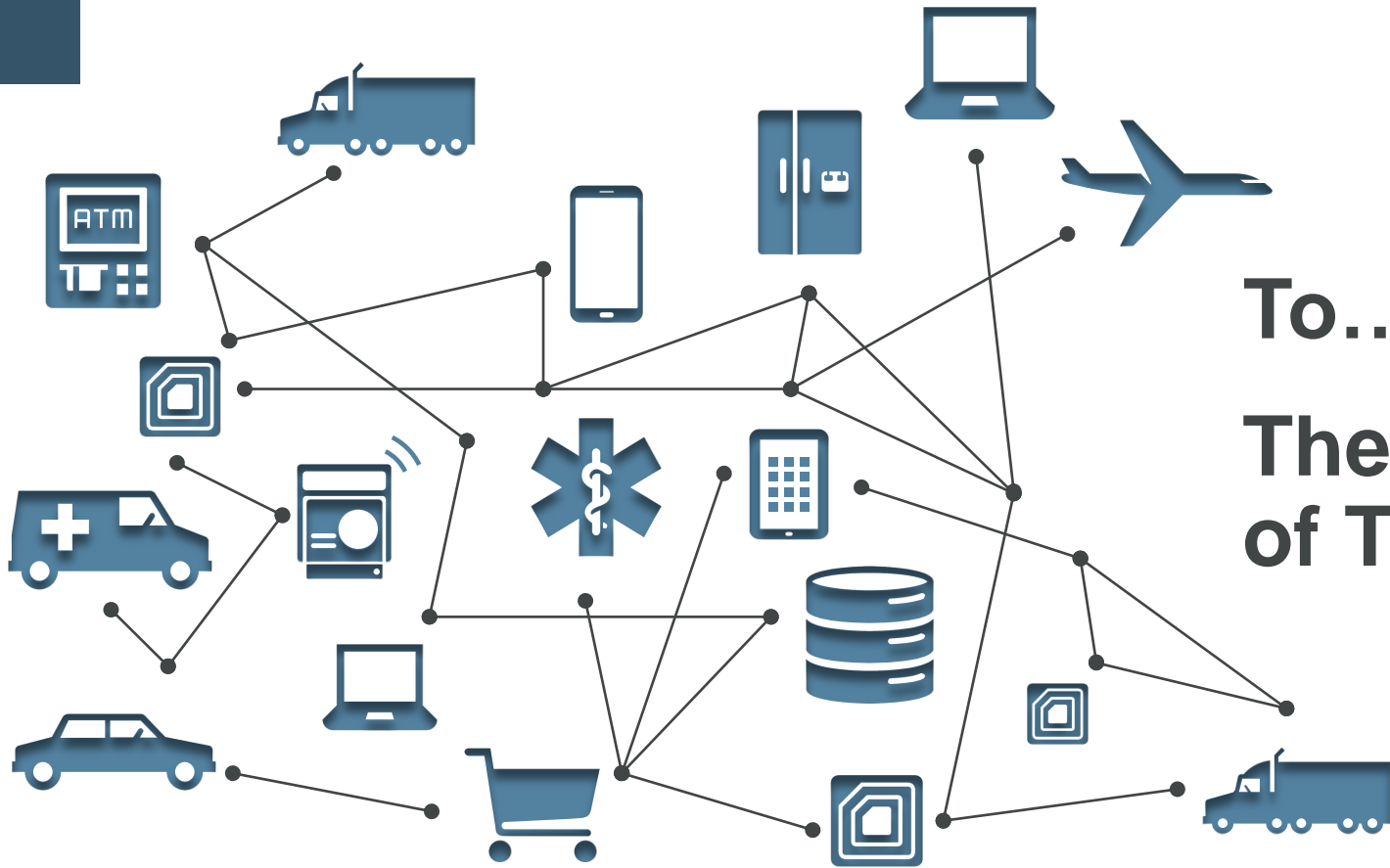
Android



Source: Cisco



From...
Things
Connected to
the Internet



To...

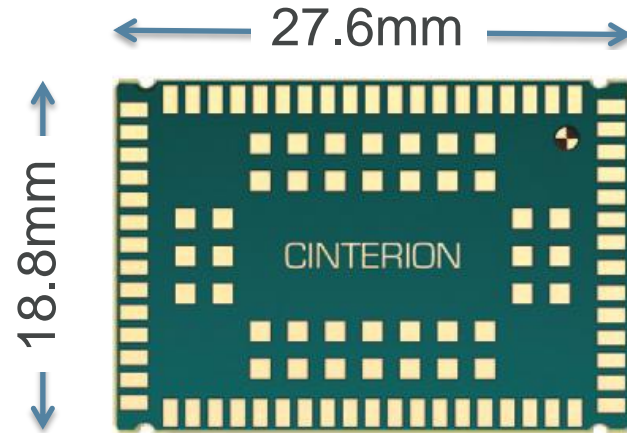
The Internet
of Things

Java and 3G in a Tiny Package

- Cinterion EHS5



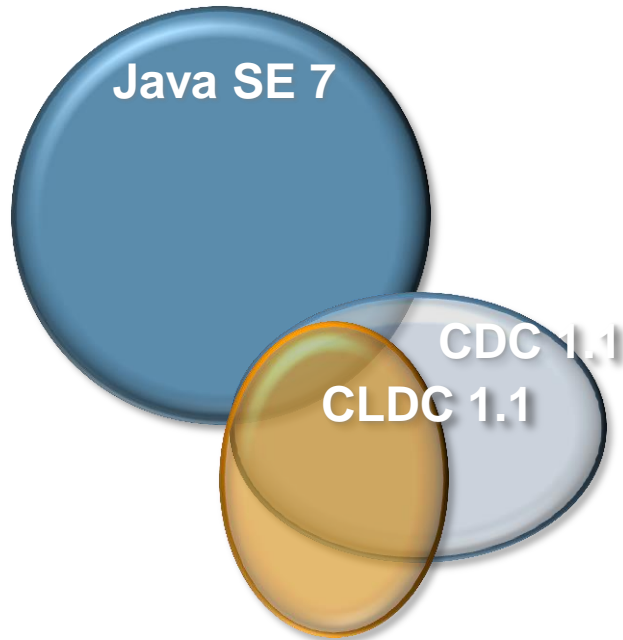
Really Tiny...



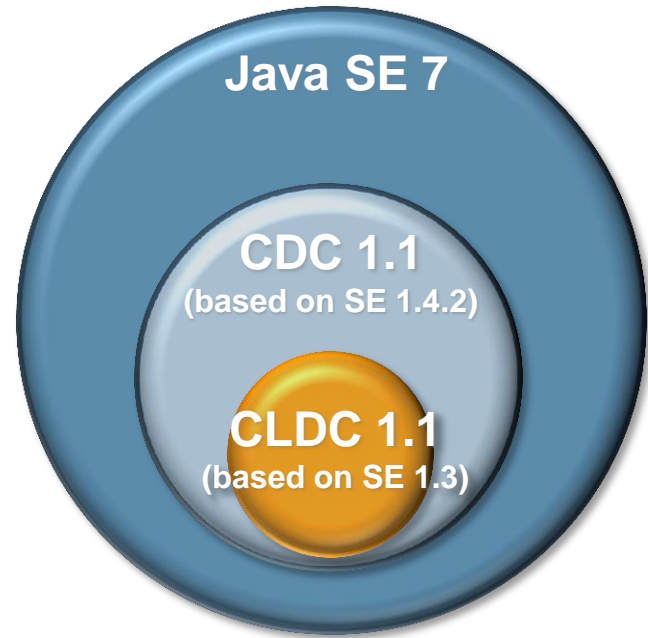


Today

APIs

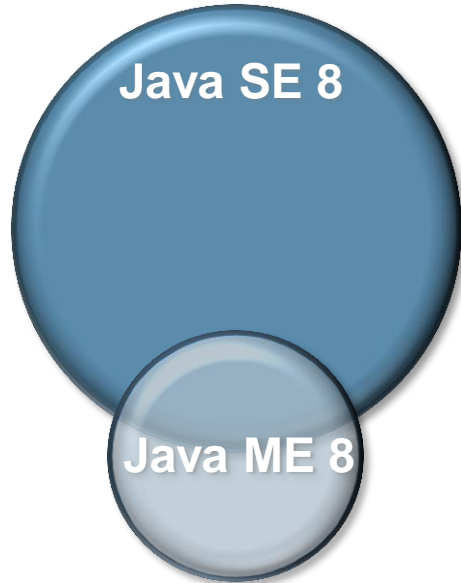


Language

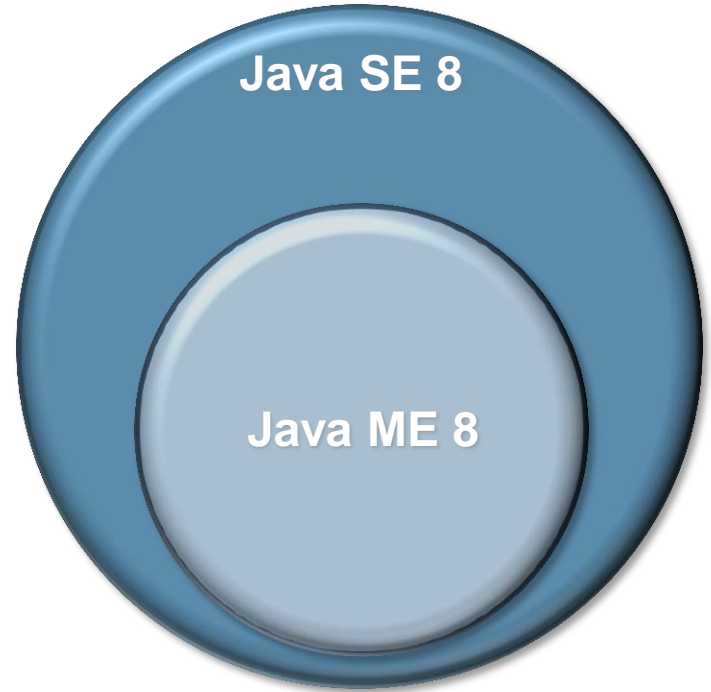


Java 8

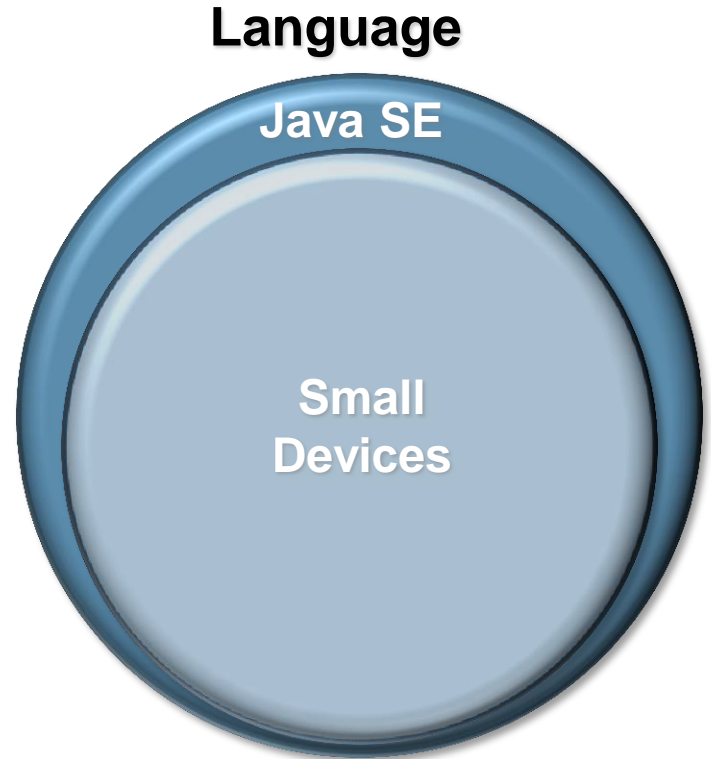
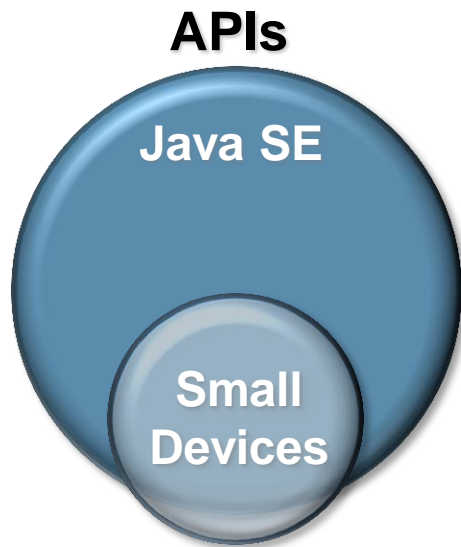
APIs



Language



Beyond Java 8



	Java Embedded	Native/C/C++
Cross-platform/multi-architecture/	Yes	No
Sandbox security model	Yes	No
Robustness	Excellent	Varied
Multi-tasking/multi-threading	Built-in	Add-on, platform-specific
Automatic memory management	Yes	No
Pre-integrated and customizable	Yes	Varied
Performance	Optimized	Varied
Code updatability	Excellent	Varied
Efficient, scalable development model from small embedded to large systems	Yes	No
Developer community	Large	Fragmented

More Information



Twitter

@Java Embedded



Facebook

ILoveJava



Java Blog

blogs.oracle.com/java



LinkedIn

Embedded Java
Developers Network



YouTube

YouTube Java Channel

iotcommunity.net

oracle.com/goto/javaembedded

oracle.com/iot

LeJOS

How it works on the EV3



The Heart of the EV3

- TI Sitara AM1808
 - ARM9, 300Mhz
- 64MB RAM / 16MB Flash
- Analog to Digital Converter
- 4 Motor Ports
- 4 Sensor Ports
- Bluetooth / USB
- MicroSD



EV3 Motors



EV3 Sensors



Color and Light Sensor



Color Mode



Ambient Light Intensity Mode



Reflected Light Intensity Mode

Ultrasonic Sensor



Measuring mode Vs Presence Mode

Infrared Sensor



Proximity Mode



Beacon Mode

Remote Control



Getting Started with LeJOS

Creating Your SD Card

- Micro SD Card (> 2GB)
- Compatible WIFI adapter
 - NetGear WNA1100
 - EDIMAX EW-7811Un
- Linux (or a Linux VM)
- Details here:

<http://sourceforge.net/p/lejos/wiki/Home/>



Getting Started with LeJOS

Setting Up Your Dev Environment

- IDE
 - Eclipse Kepler (needed to compile LeJOS source)
- Jars you need:
 - OpenJDK Java 7 Runtime
 - Java Native Access (libjna)
- Download/compile LeJOS Code
 - Repo: [git://git.code.sf.net/p/lejos/ev3](https://git.code.sf.net/p/lejos/ev3)

Creates ev3classes.jar

Simple LeJOS Application

```
import lejos.nxt.Button;
import lejos.nxt.LCD;
public class EV3FirstProgram {
    public static void main(String[] args) {
        LCD.clear();
        LCD.drawString("First EV3 Program", 0, 5);
        Button.waitForAnyPress();
        LCD.clear();
        LCD.refresh();
    }
}
```

Running on Device

Copy your jar to device:

```
Desktop$ scp EV3FirstProgram.jar root@<ev3 ip>:~
```

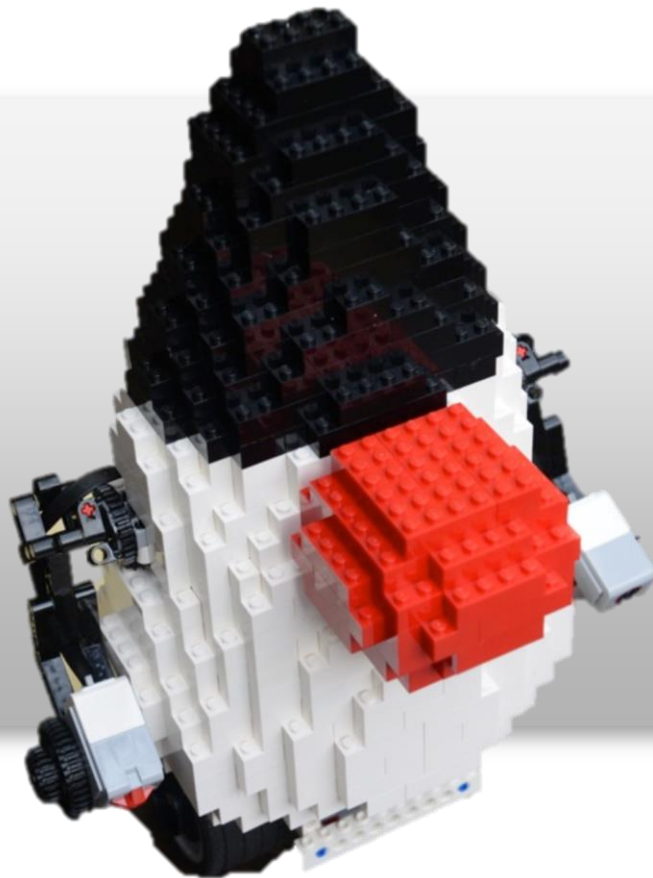
SSH to device (password is blank):

```
Desktop$ ssh root@<ev3 ip>
```

Run program:

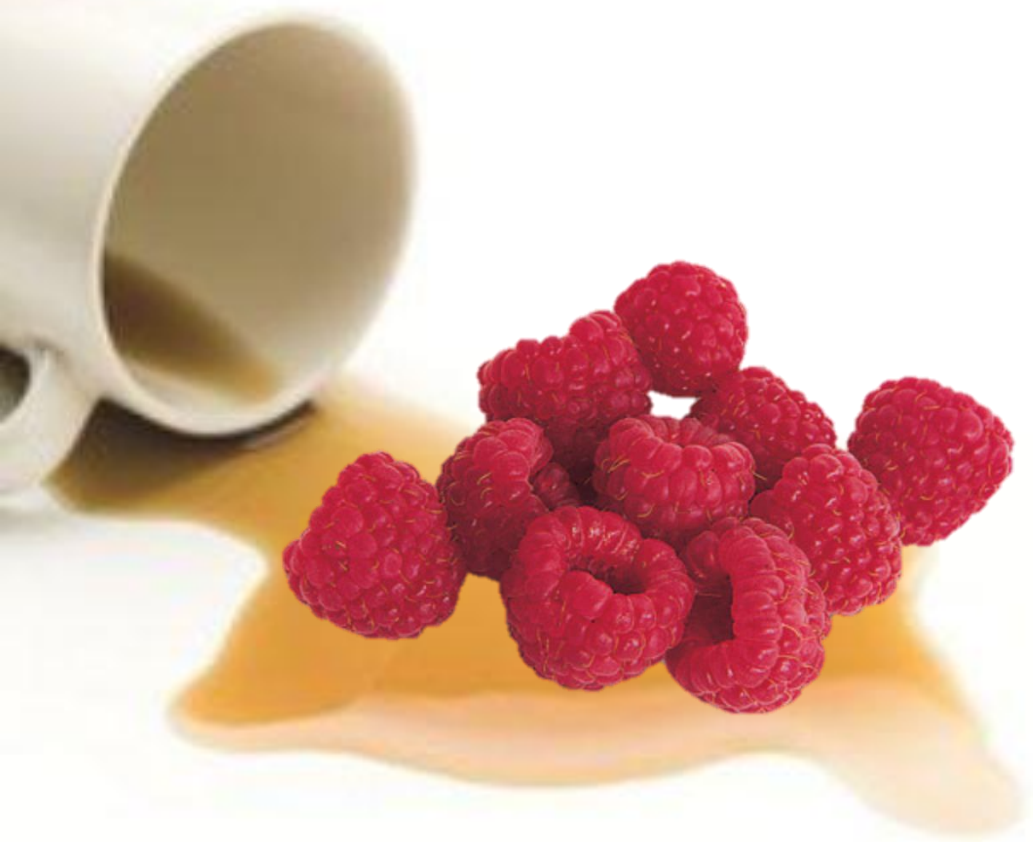
```
EV3$ jrun -cp EV3FirstProgram.jar EV3FirstProgram
```

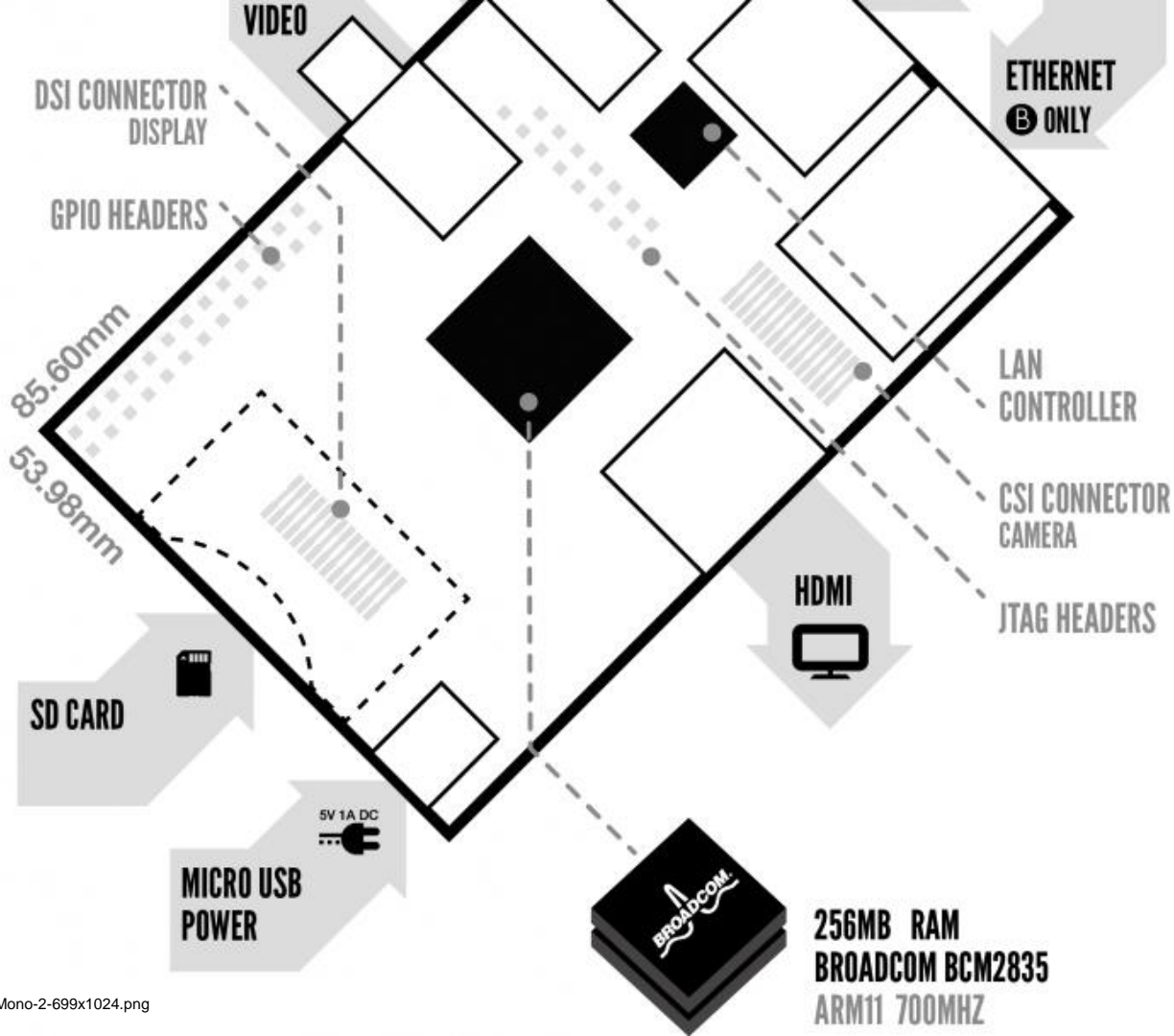
Lego Duke Segway



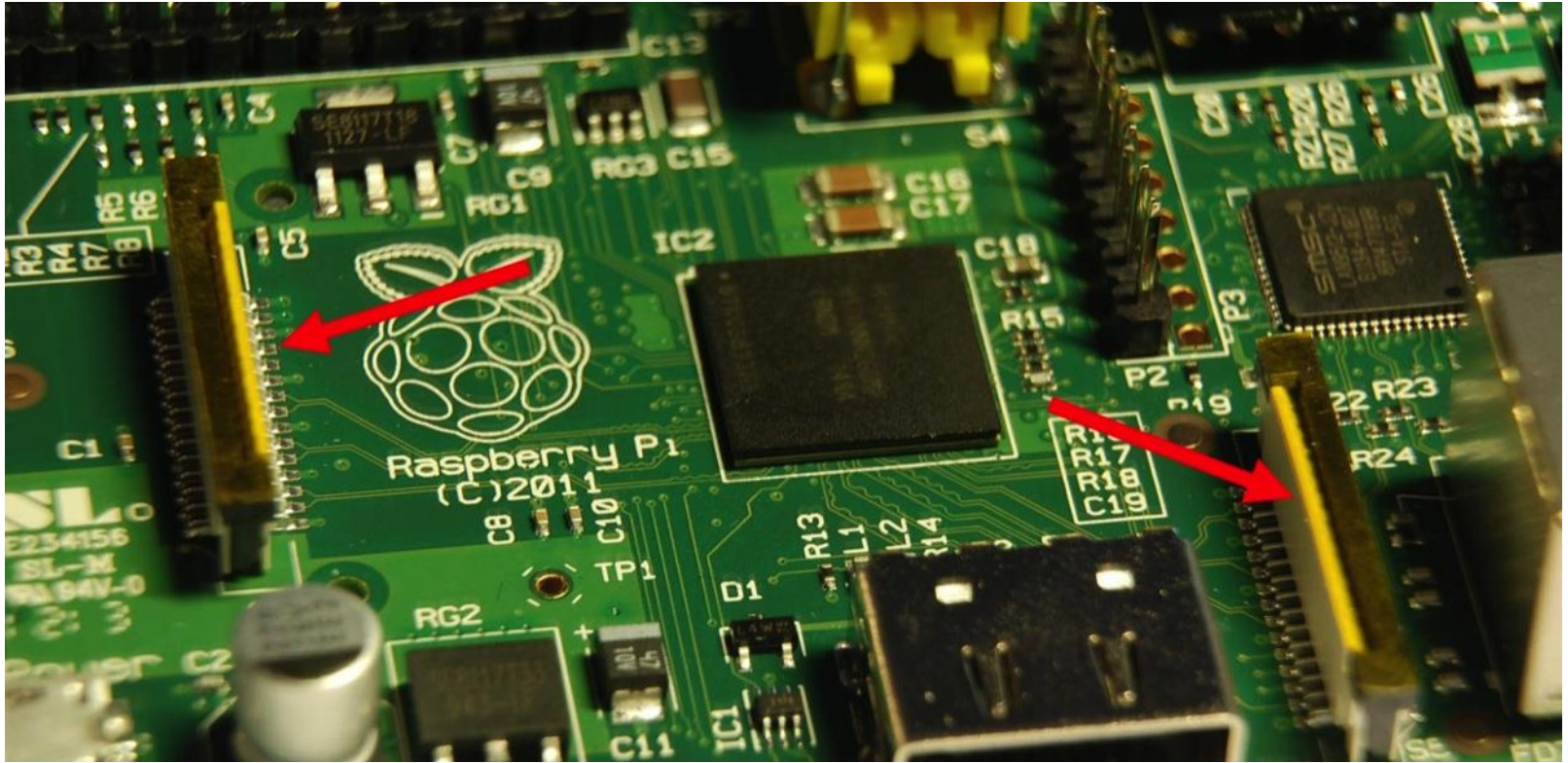
Have Java With Your Dessert

Raspberry Pi





And what are these for?



Chalkboard Electronics Touchscreen

- 10" or 7" Form Factor
- Connects via HDMI/USB
- Tested with JavaFX 8
- 10% Exclusive Discount:

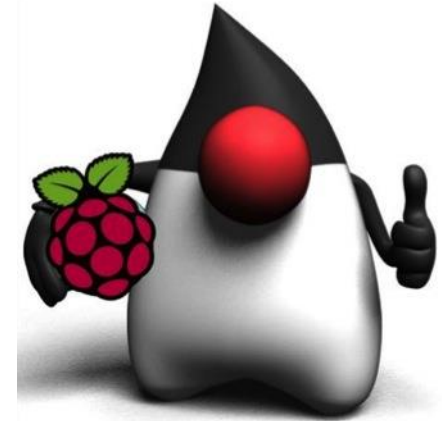
G1F0U796Z083



Chalkboard
Electronics

How to Setup Your Pi

- Step 1: Install Linux
- Step 2: Download/Copy Java 8 for ARM EA
- Step 3: Deploy and Run JavaFX Apps

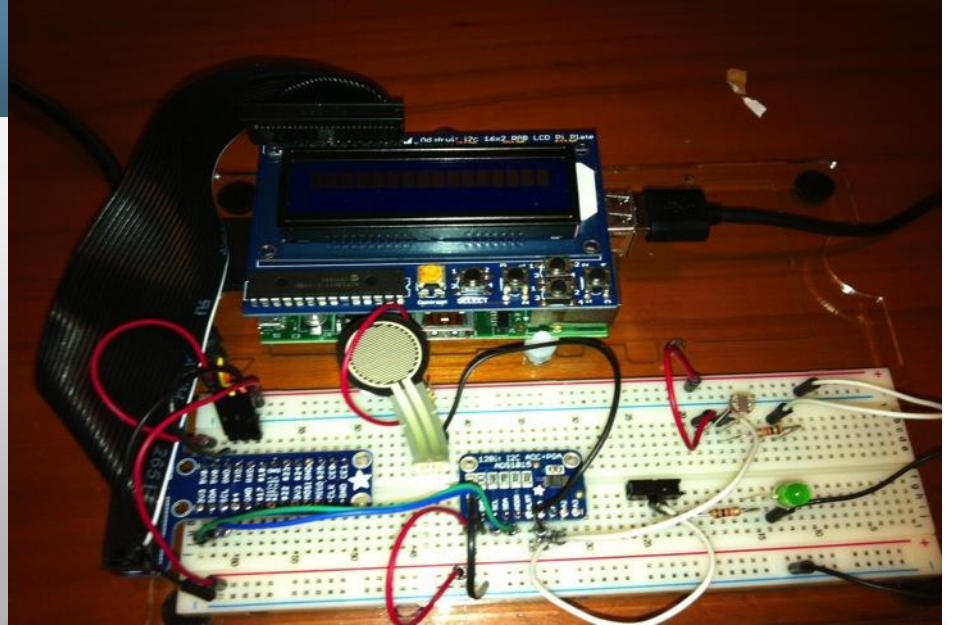


[http://steveonjava.com/
javafx-on-raspberry-pi-3-easy-steps/](http://steveonjava.com/javafx-on-raspberry-pi-3-easy-steps/)

Connecting/Using Sensors & I/O Devices

Demo Setup

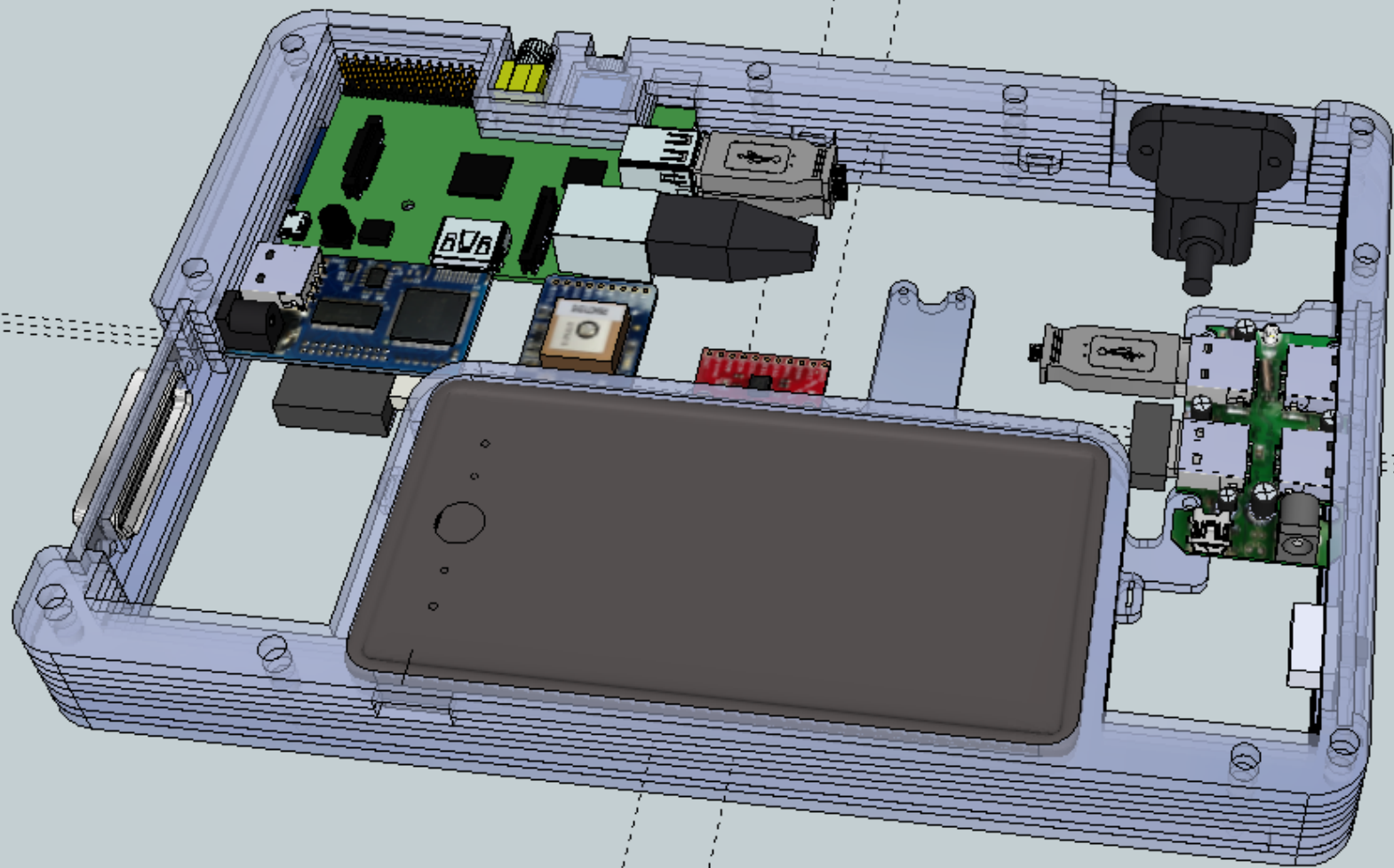
- Raspberry Pi
- LCD Pi Plate
- ADC 1015 Converter
- Force Pressure Sensor
- Photo Cell Sensor
- Pull-up Resistors and LED
- Small Switch to Power Up LED

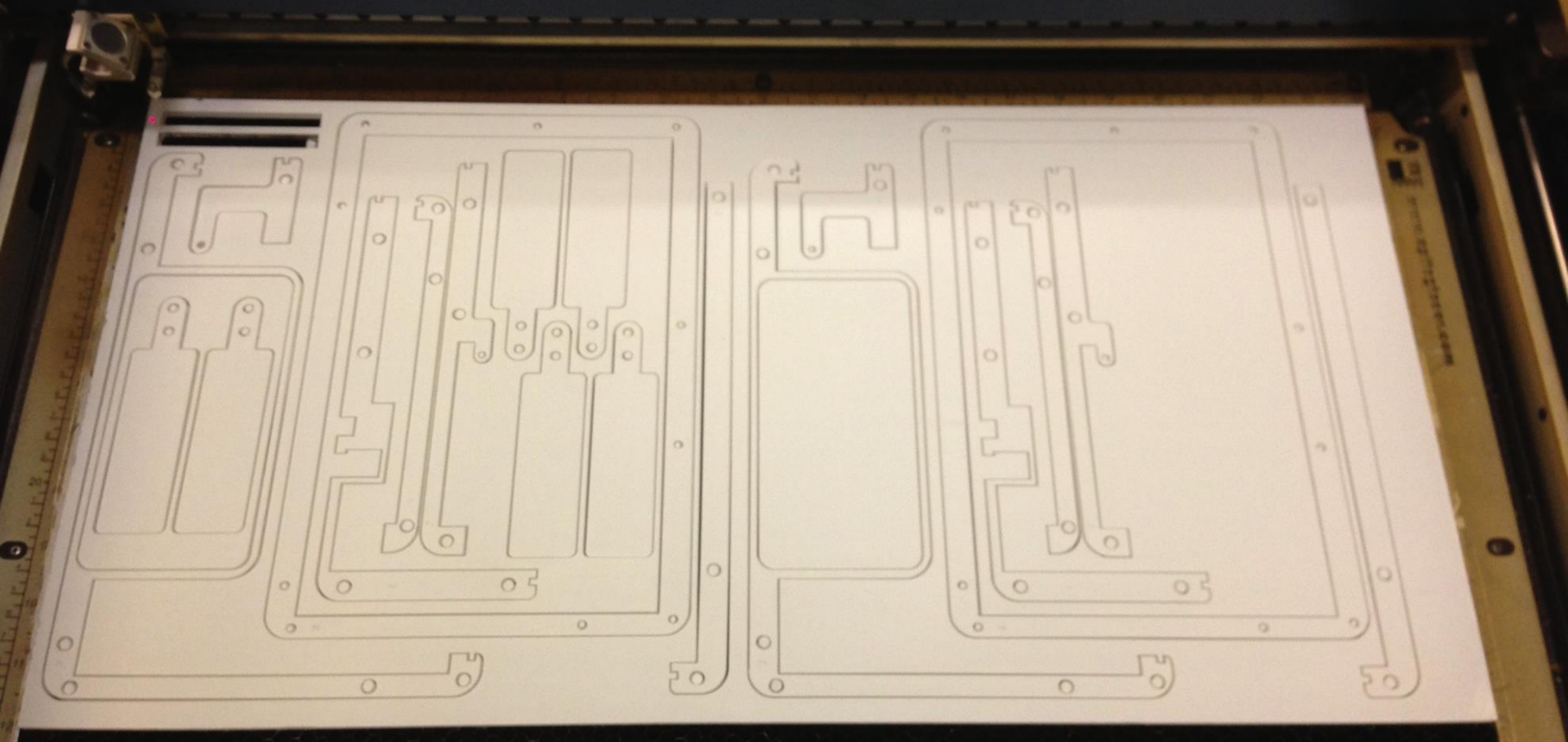


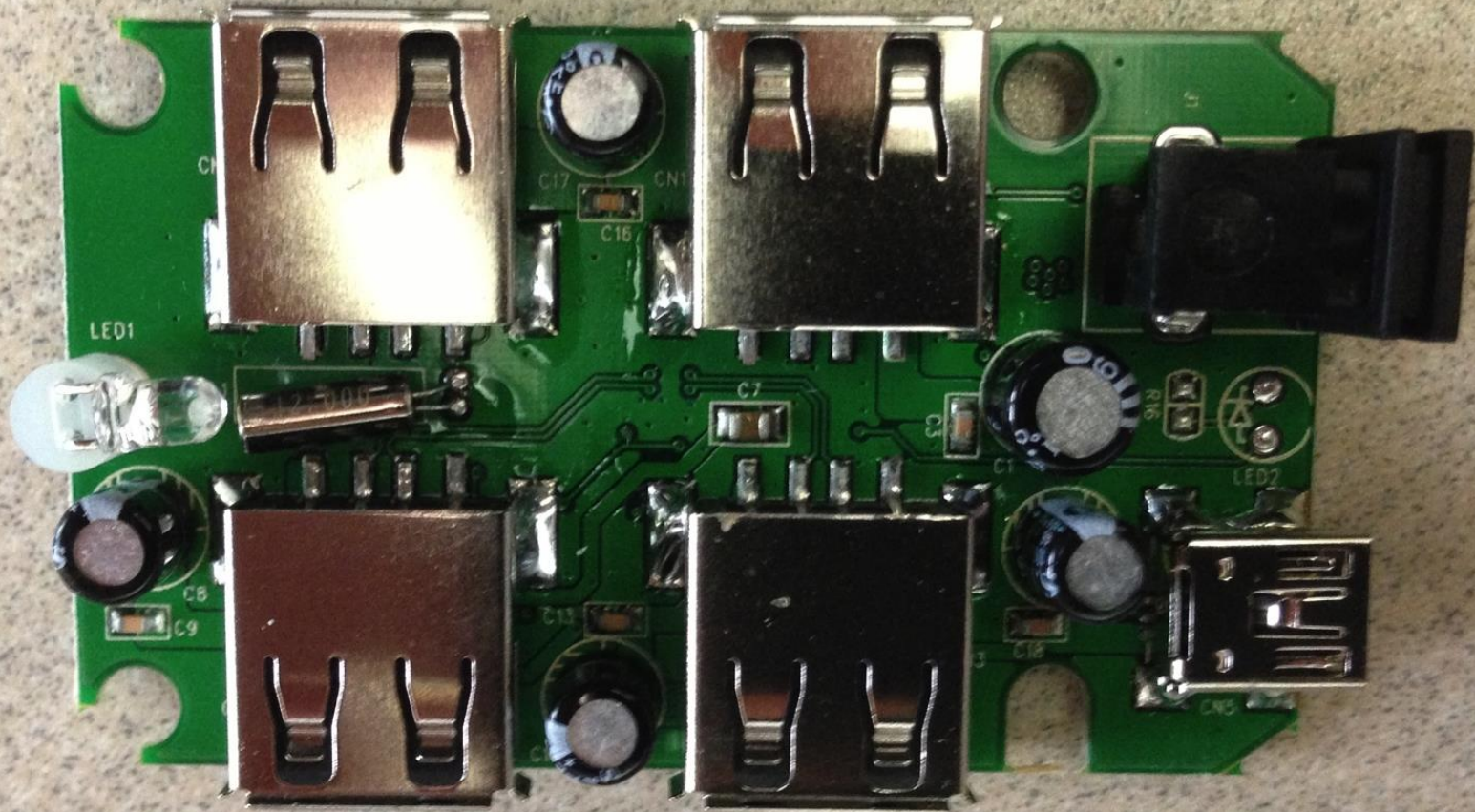
DukePad

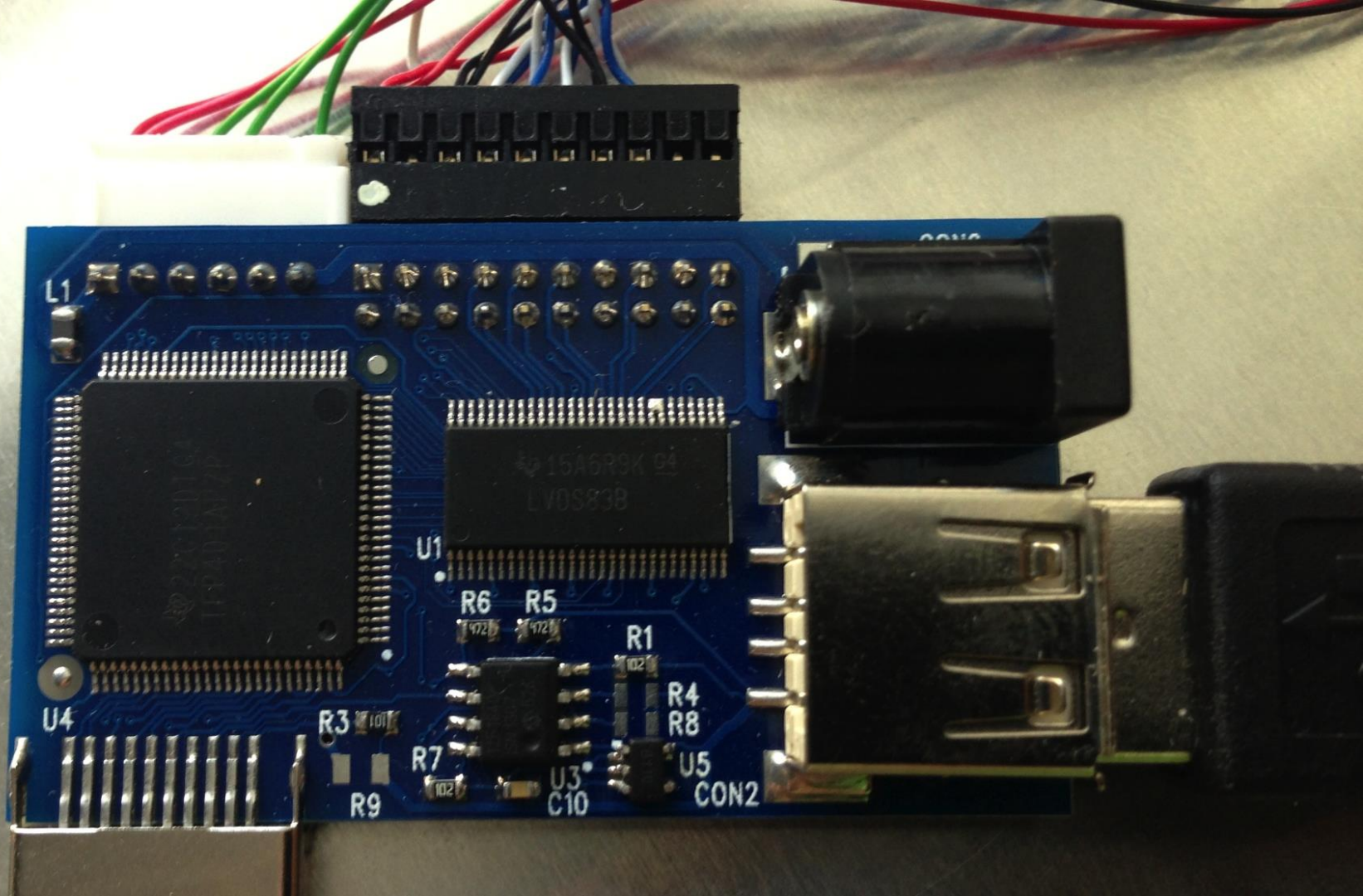


<http://j.mp/dukepad>









L1

U1

R6

R5

R1

U4

R3

R9

R7

U3

C10

R4

R8

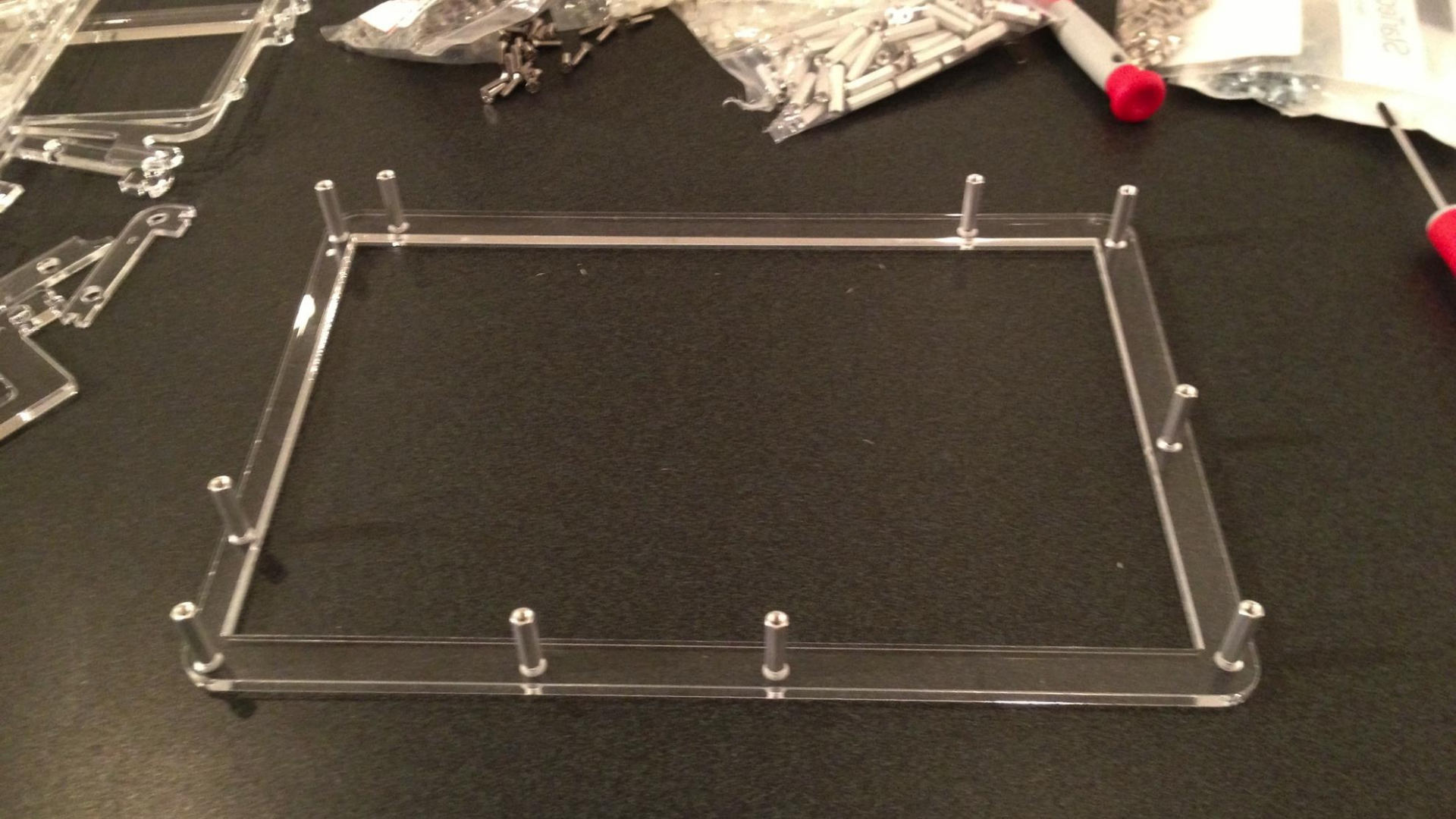
U5

CON2

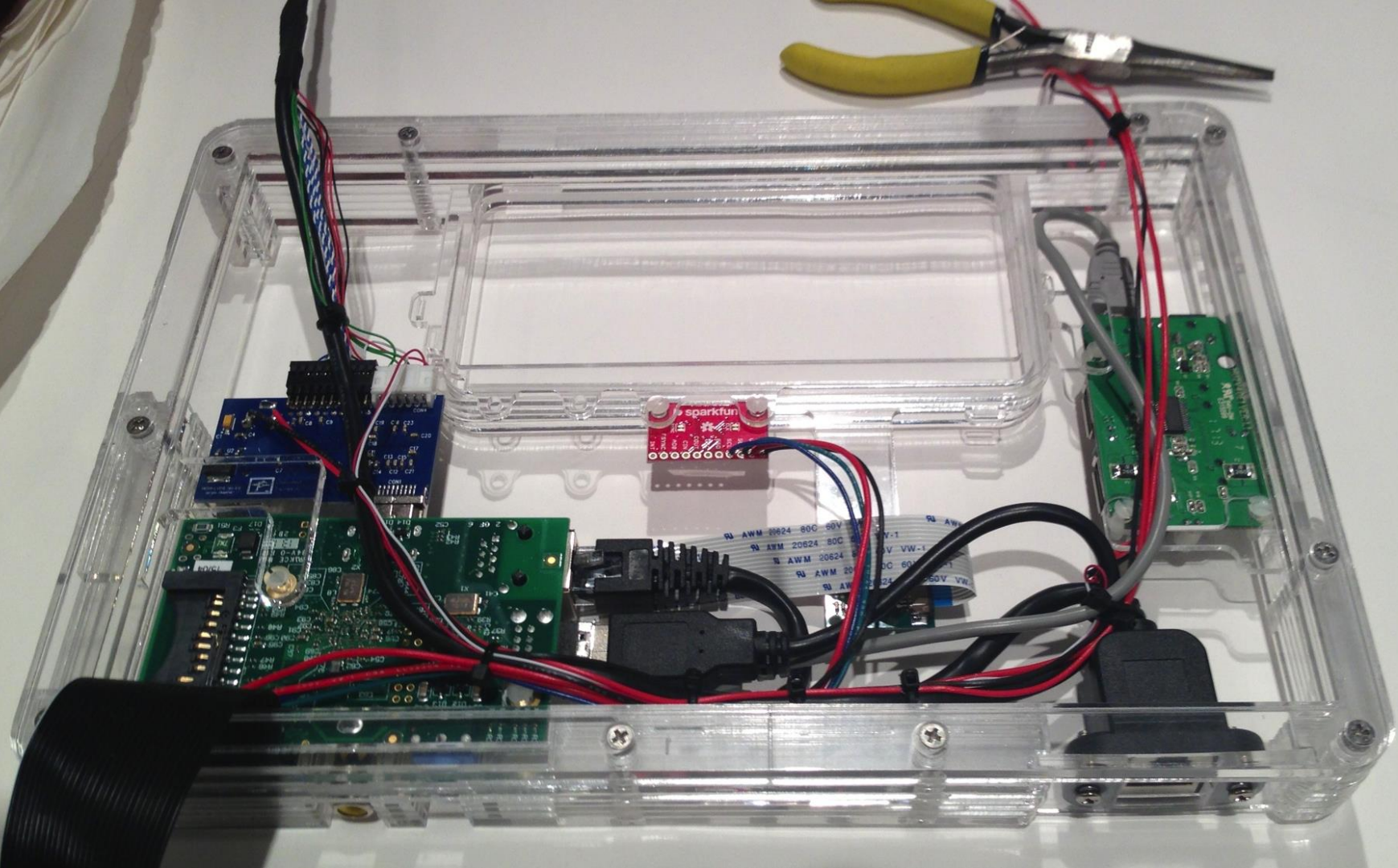
CON1

ANKER[®]











Getting Involved

<http://j.mp/dukepad>

OpenJDK Wiki

- About
- Adopt OpenJDK
- Build
- Code Tools
- Coin
- Compiler
- Graal
- HotSpot
- JDK 8
- Multi-Language VM
- Nashorn
- OpenJFX

- ▼ Main
 - > Community
 - ▼ Getting Started
 - Building OpenJFX
 - > Developing OpenJFX
 - ▼ Platforms
 - OpenJFX on Android
 - OpenJFX on iOS
 - OpenJFX on the

Dashboard > OpenJFX > Main > ... > DukePad

DukePad

Attachments: 7 • Added by Richard Bair, last edited by Richard Bair on Sep 21, 2013 (view change) • Labels None



RoboVM

JavaFX on iOS

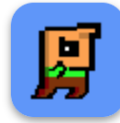




Twisted Flowers
Margarita Leskova
★★★★★



Candy Popper
Margarita Leskova
★★★★★



GDx Super Jumper
SpamDrain AB
★★★★★



Formula Car Game Premium for iPhone
Matti Vilola
★★★★★



Gravity Robot
Nemanja Komar
★★★★★



AntiVirus - The super duper accurate
Vision90
★★★★★



Dark Night Avenger: Magic Ride
CreatioSoft Solutions Private Limited
★★★★★



Space Bubble Shooter
Tomasz Kuczka
★★★★★



123 Kids Fun Christmas Tree
RosMedia
★★★★★



Oh My Goat
CremaGames S.L.
★★★★★



Gesto: Levels
Huxi Games
★★★★★



Ichigu
Mehmet Atas
★★★★★



Tiny Hope Free
Blyts
★★★★★



NagiQ 2: Treasure Hunt
Jose Brito
★★★★★



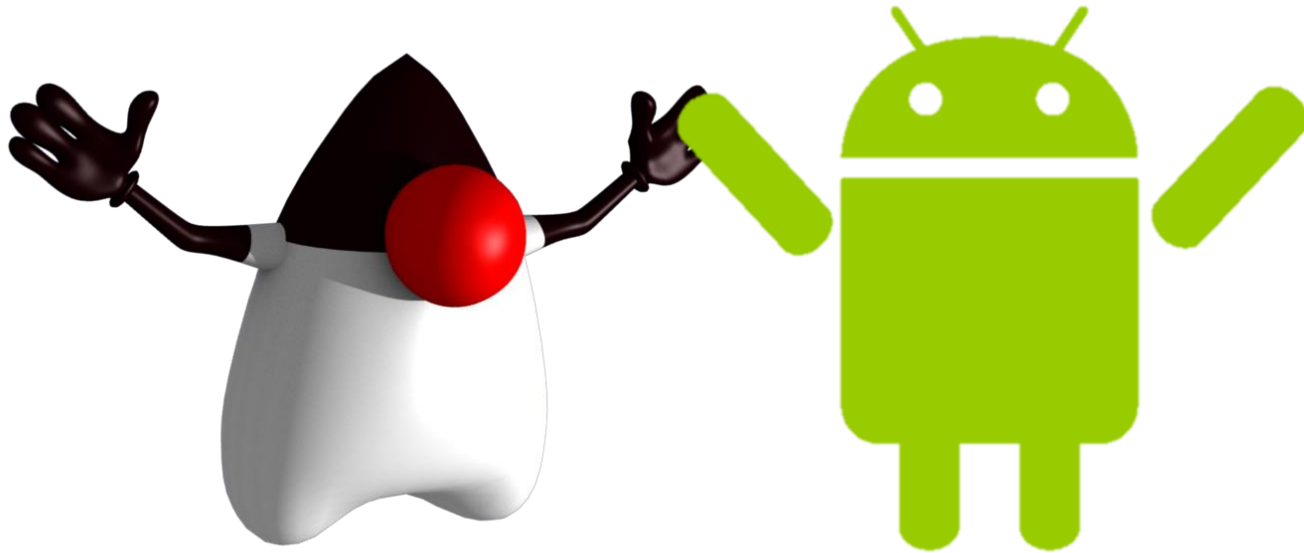
Max the Gold Hunter Plus Free
Joao Ignacio da Silva Neto
★★★★★



Dark Night the Game
Joao Ignacio da Silva Neto
★★★★★




JavaFX on Android

It is about time!



Open Source Effort

<https://bitbucket.org/javafxports/android/wiki/Home>

android
 javafxports  Fork of JFX78

↓ Clone ▾ ↶ Fork ↻ Compare 👁 ▾

Overview Source Commits Branches Pull requests Issues 17 Wiki Downloads 5

Home

Clone wiki ▾ Edit Create History

Welcome to the JavaFX on Android Porting Community

Creating JavaFX Applications that also run on Android devices is not that hard. This project contains everything that is required to build a Java(FX) runtime for Android devices, along with instructions on how to create an Android project based on an existing Java Project. You can choose to either build the runtime yourself, or download one in the Downloads section of this project. The brave ones can build their own runtime. We provide instructions for building the runtime on Linux and MacOS -- [follow the instructions](#).

Download Runtime (or create one yourself) and build applications



Stephen Chin

tweet: @steveonjava

blog: <http://steveonjava.com>

NightHacking Tour



Real Geeks
Live Hacking

nighthacking.com

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